

# SuperChart: VIC 20 / Commodore 64

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL	DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
0	00		@	end-line	BRK	0	64	40	@	☐	@	RTI	64
1	01		A		ORA(I,X)	1	65	41	A	▀,a	A	EOR(I,X)	65
2	02		B			2	66	42	B	▀,b	B		66
3	03	stop	C			3	67	43	C	▀,c	C		67
4	04		D			4	68	44	D	▀,d	D		68
5	05	white	E		ORA Z	5	69	45	E	▀,e	E	EOR Z	69
6	06		F		ASL Z	6	70	46	F	▀,f	F	LSR Z	70
7	07		G			7	71	47	G	▀,g	G		71
8	08	lock	H		PHP	8	72	48	H	▀,h	H	PHA	72
9	09	unlock	I		ORA #	9	73	49	I	▀,i	I	EOR #	73
10	0A		J		ASL A	10	74	4A	J	▀,j	J	LSR A	74
11	0B		K			11	75	4B	K	▀,k	K		75
12	0C		L			12	76	4C	L	▀,l	L	JMP	76
13	0D	car ret	M		ORA	13	77	4D	M	▀,m	M	EOR	77
14	0E	text	N		ASL	14	78	4E	N	▀,n	N	LSR	78
15	0F		O			15	79	4F	O	▀,o	O		79
16	10		P		BPL	16	80	50	P	▀,p	P	BVC	80
17	11	cur down	Q		ORA(I),Y	17	81	51	Q	▀,q	Q	EOR(I),Y	81
18	12	reverse	R			18	82	52	R	▀,r	R		82
19	13	cur home	S			19	83	53	S	▀,s	S		83
20	14	delete	T			20	84	54	T	▀,t	T		84
21	15		U		ORA Z,X	21	85	55	U	▀,u	U	EOR Z,X	85
22	16		V		ASL Z,X	22	86	56	V	▀,v	V	LSR Z,X	86
23	17		W			23	87	57	W	▀,w	W		87
24	18		X		CLC	24	88	58	X	▀,x	X	CLI	88
25	19		Y		ORA Y	25	89	59	Y	▀,y	Y	EOR Y	89
26	1A		Z			26	90	5A	Z	▀,z	Z		90
27	1B		[			27	91	5B	[	▀	[		91
28	1C	red	\			28	92	5C	£	▀	£		92
29	1D	cur right	]		ORA X	29	93	5D	]	▀	]	EOR X	93
30	1E	green	↑		ASL X	30	94	5E	↑	▀	↑	LSR X	94
31	1F	blue	←			31	95	5F	←	▀	←		95
32	20	space	space	space	JSR	32	96	60		▀		RTS	96
33	21	!	!	!	AND(I,X)	33	97	61		▀		ADC(I,X)	97
34	22	"	"	"		34	98	62		▀			98
35	23	#	#	#		35	99	63		▀			99
36	24	\$	\$	\$	BIT Z	36	100	64		▀			100
37	25	%	%	%	AND Z	37	101	65		▀		ADC Z	101
38	26	&	&	&	ROL Z	38	102	66		▀		ROR Z	102
39	27	/	/	/		39	103	67		▀			103
40	28	(	(	(	PLP	40	104	68		▀		PLA	104
41	29	)	)	)	AND #	41	105	69		▀		ADC #	105
42	2A	*	*	*	ROL A	42	106	6A		▀		ROR A	106
43	2B	+	+	+		43	107	6B		▀			107
44	2C	,	,	,	BIT	44	108	6C		▀		JMP(I)	108
45	2D	-	-	-	AND	45	109	6D		▀		ADC	109
46	2E	.	.	.	ROL	46	110	6E		▀		ROR	110
47	2F	/	/	/		47	111	6F		▀			111
48	30	0	0	0	BMI	48	112	70		▀		BVS	112
49	31	1	1	1	AND(I),Y	49	113	71		▀		ADC(I),Y	113
50	32	2	2	2		50	114	72		▀			114
51	33	3	3	3		51	115	73		▀			115
52	34	4	4	4		52	116	74		▀			116
53	35	5	5	5	AND Z,X	53	117	75		▀		ADC Z,X	117
54	36	6	6	6	ROL Z,X	54	118	76		▀		ROR Z,X	118
55	37	7	7	7		55	119	77		▀			119
56	38	8	8	8	SEC	56	120	78		▀		SEI	120
57	39	9	9	9	AND Y	57	121	79		▀		ADC Y	121
58	3A	:	:	:		58	122	7A		▀			122
59	3B	;	;	;		59	123	7B		▀			123
60	3C	<	<	<		60	124	7C		▀			124
61	3D	=	=	=	AND X	61	125	7D		▀		ADC X	125
62	3E	>	>	>	ROL X	62	126	7E		▀		ROR X	126
63	3F	?	?	?		63	127	7F		▀			127

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
128	80		@	END		128
129	81	orange	A	FOR	STA(I,X)	129
130	82		B	NEXT		130
131	83	load & run	C	DATA		131
132	84		D	INPUT#	STY Z	132
133	85	f1	E	INPUT	STA Z	133
134	86	f2	F	DIM	STX Z	134
135	87	f3	G	READ		135
136	88	f4	H	LET	DEY	136
137	89	f5	I	GOTO		137
138	8A	f6	J	RUN	TXA	138
139	8B	f7	K	IF		139
140	8C	f8	L	RESTORE	STY	140
141	8D	car ret	M	GOSUB	STA	141
142	8E	graphics	N	RETURN	STX	142
143	8F		O	REM		143
144	90	black	P	STOP	BCC	144
145	91	cur up	Q	ON	STA(I),Y	145
146	92	rvs off	R	WAIT		146
147	93	clear	S	LOAD		147
148	94	insert	T	SAVE	STY Z,X	148
149	95	brown	U	VERIFY	STA Z,X	149
150	96	lt. red	V	DEF	STX Z,Y	150
151	97	dk. grey	W	POKE		151
152	98	md. grey	X	PRINT#	TYA	152
153	99	lt. green	Y	PRINT	STA Y	153
154	9A	lt. blue	Z	CONT	TXS	154
155	9B	lt. grey	[	LIST		155
156	9C	magenta	£	CLR		156
157	9D	cur left	!	CMD	STA X	157
158	9E	yellow	↑	SYS		158
159	9F	cyan	←	OPEN		159
160	A0			CLOSE	LDY #	160
161	A1		!	GET	LDA(I,X)	161
162	A2		"	NEW	LDX #	162
163	A3		#	TAB(		163
164	A4		\$	TO	LDY Z	164
165	A5		%	FN	LDA Z	165
166	A6		&	SPC(	LDX Z	166
167	A7		/	THEN		167
168	A8		(	NOT	TAY	168
169	A9		)	STEP	LDA #	169
170	AA		*	+	TAX	170
171	AB		+	-		171
172	AC		.	*	LDY	172
173	AD		-	/	LDA	173
174	AE		.	↑	LDX	174
175	AF		/	AND		175
176	B0		0	OR	BCS	176
177	B1		1	>	LDA(I),Y	177
178	B2		2	=		178
179	B3		3	<		179
180	B4		4	SGN	LDY Z,X	180
181	B5		5	INT	LDA Z,X	181
182	B6		6	ABS	LDX Z,Y	182
183	B7		7	USR		183
184	B8		8	FRE	CLV	184
185	B9		9	POS	LDA Y	185
186	BA		:	SQR	TSX	186
187	BB		:	RND		187
188	BC		<	LOG	LDY X	188
189	BD		=	EXP	LDA X	189
190	BE		>	COS	LDX Y	190
191	BF		?	SIN		191

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
192	C0			TAN	CPY #	192
193	C1	a		ATN	CMP(I),X	193
194	C2	b		PEEK		194
195	C3	c		LEN		195
196	C4	d		STR\$	CPY Z	196
197	C5	e		VAL	CMP Z	197
198	C6	f		ASC	DEC Z	198
199	C7	g		CHR\$		199
200	C8	h		LEFT\$	INY	200
201	C9	i		RIGHT\$	CMP #	201
202	CA	j		MID\$	DEX	202
203	CB	k		GO		203
204	CC	l			CPY	204
205	CD	m			CMP	205
206	CE	n			DEC	206
207	CF	o				207
208	D0	p			BNE	208
209	D1	q			CMP(I),Y	209
210	D2	r				210
211	D3	s				211
212	D4	t				212
213	D5	u			CMP Z,X	213
214	D6	v			DEC Z,X	214
215	D7	w				215
216	D8	x			CLD	216
217	D9	y			CMP Y	217
218	DA	z				218
219	DB					219
220	DC					220
221	DD				CMP X	221
222	DE				DEC X	222
223	DF					223
224	E0				CPX #	224
225	E1				SBC(I),X	225
226	E2					226
227	E3					227
228	E4				CPX Z	228
229	E5				SBC Z	229
230	E6				INC Z	230
231	E7					231
232	E8				INX	232
233	E9				SBC #	233
234	EA				NOP	234
235	EB					235
236	EC				CPX	236
237	ED				SBC	237
238	EE				INC	238
239	EF					239
240	F0				BEQ	240
241	F1				SBC(I),Y	241
242	F2					242
243	F3					243
244	F4					244
245	F5				SBC Z,X	245
246	F6				INC Z,X	246
247	F7					247
248	F8				SED	248
249	F9				SBC Y	249
250	FA					250
251	FB					251
252	FC					252
253	FD				SBC X	253
254	FE				INC X	254
255	FF					255

Reverse of ASCII

# SuperChart: BASIC 2.0 / 4.0

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
0	00		@	end-line	BRK	0
1	01		A		ORA(I,X)	1
2	02		B			2
3	03	stop	C			3
4	04		D			4
5	05		E		ORA Z	5
6	06		F		ASL Z	6
7	07	bell	G			7
8	08		H		PHP	8
9	09	tab	I		ORA #	9
10	0A		J		ASL A	10
11	0B		K			11
12	0C		L			12
13	0D	car ret	M		ORA	13
14	0E	text	N		ASL	14
15	0F	top left	O			15
16	10		P		BPL	16
17	11	cur down	Q		ORA(I),Y	17
18	12	reverse	R			18
19	13	cur home	S			19
20	14	delete	T			20
21	15	del line	U		ORA Z,X	21
22	16	ers start	V		ASL Z,X	22
23	17		W			23
24	18		X		CLC	24
25	19	scroll dn	Y		ORA Y	25
26	1A		Z			26
27	1B	escape	[			27
28	1C		\			28
29	1D	cur right	]		ORA X	29
30	1E		↑		ASL X	30
31	1F		←			31
32	20	space	space	space	JSR	32
33	21	!	!	!	AND(I,X)	33
34	22	"	"	"		34
35	23	#	#	#		35
36	24	\$	\$	\$	BIT Z	36
37	25	%	%	%	AND Z	37
38	26	&	&	&	ROL Z	38
39	27	'	'	'		39
40	28	(	(	(	PLP	40
41	29	)	)	)	AND #	41
42	2A	*	*	*	ROL A	42
43	2B	+	+	+		43
44	2C	,	,	,	BIT	44
45	2D	-	-	-	AND	45
46	2E	.	.	.	ROL	46
47	2F	/	/	/		47
48	30	0	0	0	BMI	48
49	31	1	1	1	AND(I),Y	49
50	32	2	2	2		50
51	33	3	3	3		51
52	34	4	4	4		52
53	35	5	5	5	AND Z,X	53
54	36	6	6	6	ROL Z,X	54
55	37	7	7	7		55
56	38	8	8	8	SEC	56
57	39	9	9	9	AND Y	57
58	3A	:	:	:		58
59	3B	:	:	:		59
60	3C	<	<	<		60
61	3D	=	=	=	AND X	61
62	3E	>	>	>	ROL X	62
63	3F	?	?	?		63

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
64	40	@	␣	@	RTI	64
65	41	A	␣,a	A	EOR(I,X)	65
66	42	B	␣,b	B		66
67	43	C	␣,c	C		67
68	44	D	␣,d	D		68
69	45	E	␣,e	E	EOR Z	69
70	46	F	␣,f	F	LSR Z	70
71	47	G	␣,g	G		71
72	48	H	␣,h	H	PHA	72
73	49	I	␣,i	I	EOR #	73
74	4A	J	␣,j	J	LSR A	74
75	4B	K	␣,k	K		75
76	4C	L	␣,l	L	JMP	76
77	4D	M	␣,m	M	EOR	77
78	4E	N	␣,n	N	LSR	78
79	4F	O	␣,o	O		79
80	50	P	␣,p	P	BVC	80
81	51	Q	␣,q	Q	EOR(I),Y	81
82	52	R	␣,r	R		82
83	53	S	␣,s	S		83
84	54	T	␣,t	T		84
85	55	U	␣,u	U	EOR Z,X	85
86	56	V	␣,v	V	LSR Z,X	86
87	57	W	␣,w	W		87
88	58	X	␣,x	X	CLI	88
89	59	Y	␣,y	Y	EOR Y	89
90	5A	Z	␣,z	Z		90
91	5B	[	␣	[		91
92	5C	\	␣	\		92
93	5D	]	␣	]	EOR X	93
94	5E	↑	␣	↑	LSR X	94
95	5F	←	␣	←		95
96	60		␣		RTS	96
97	61		␣		ADC(I,X)	97
98	62		␣			98
99	63		␣			99
100	64		␣			100
101	65		␣		ADC Z	101
102	66		␣		ROR Z	102
103	67		␣			103
104	68		␣		PLA	104
105	69		␣		ADC #	105
106	6A		␣		ROR A	106
107	6B		␣			107
108	6C		␣		JMP(I)	108
109	6D		␣		ADC	109
110	6E		␣		ROR	110
111	6F		␣			111
112	70		␣		BVS	112
113	71		␣		ADC(I),Y	113
114	72		␣			114
115	73		␣			115
116	74		␣			116
117	75		␣		ADC Z,X	117
118	76		␣		ROR Z,X	118
119	77		␣			119
120	78		␣		SEI	120
121	79		␣		ADC Y	121
122	7A		␣			122
123	7B		␣			123
124	7C		␣			124
125	7D		␣		ADC X	125
126	7E		␣		ROR X	126
127	7F		␣			127

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
128	80		@	END		128
129	81		A	FOR	STA(I,X)	129
130	82		B	NEXT		130
131	83	load & run	C	DATA		131
132	84		D	INPUT#	STY Z	132
133	85		E	INPUT	STA Z	133
134	86		F	DIM	STX Z	134
135	87	bell	G	READ		135
136	88		H	LET	DEY	136
137	89	set/cir tab	I	GOTO		137
138	8A		J	RUN	TXA	138
139	8B		K	IF		139
140	8C		L	RESTORE	STY	140
141	8D	car ret	M	GOSUB	STA	141
142	8E	graphics	N	RETURN	STX	142
143	8F	bot right	O	REM		143
144	90		P	STOP	BCC	144
145	91	cur up	Q	ON	STA(I),Y	145
146	92	rvs off	R	WAIT		146
147	93	clear	S	LOAD		147
148	94	insert	T	SAVE	STY Z,X	148
149	95	ins line	U	VERIFY	STA Z,X	149
150	96	ers end	V	DEF	STX Z,Y	150
151	97		W	POKE		151
152	98		X	PRINT#	TYA	152
153	99	scroll up	Y	PRINT	STA Y	153
154	9A		Z	CONT	TXS	154
155	9B	escape	[	LIST		155
156	9C		\	CLR		156
157	9D	cur left		CMD	STA X	157
158	9E		↑	SYS		158
159	9F		←	OPEN		159
160	A0	□	█	CLOSE	LDY #	160
161	A1	▣	!	GET	LDA(I,X)	161
162	A2	▤	"	NEW	LDX #	162
163	A3	▥	#	TAB(		163
164	A4	▦	\$	TO	LDY Z	164
165	A5	▧	%	FN	LDA Z	165
166	A6	▨	&	SPC(	LDX Z	166
167	A7	▩	'	THEN		167
168	A8	▪	(	NOT	TAY	168
169	A9	▫	)	STEP	LDA #	169
170	AA	▬	*	+	TAX	170
171	AB	▭	+	-		171
172	AC	▮	,	*	LDY	172
173	AD	▯	-	/	LDA	173
174	AE	▰	↑	↑	LDX	174
175	AF	▱	/	AND		175
176	B0	▲	0	OR	BCS	176
177	B1	△	1	>	LDA(I),Y	177
178	B2	▴	2	=		178
179	B3	▵	3	<		179
180	B4	▶	4	SGN	LDY Z,X	180
181	B5	▷	5	INT	LDA Z,X	181
182	B6	▸	6	ABS	LDX Z,Y	182
183	B7	▹	7	USR		183
184	B8	►	8	FRE	CLV	184
185	B9	▻	9	POS	LDA Y	185
186	BA	▹, ►	:	SQR	TSX	186
187	BB	▹	:	RND		187
188	BC	▹	<	LOG	LDY X	188
189	BD	▹	=	EXP	LDA X	189
190	BE	▹	>	COS	LDX Y	190
191	BF	▹	?	SIN		191

DECIMAL	HEX	ASCII	SCREEN	BASIC	6502	DECIMAL
192	C0		☐	TAN	CPY #	192
193	C1	☐,a		ATN	CMP(I),X	193
194	C2	☐,b		PEEK		194
195	C3	☐,c		LEN		195
196	C4	☐,d		STR\$	CPY Z	196
197	C5	☐,e		VAL	CMP Z	197
198	C6	☐,f		ASC	DEC Z	198
199	C7	☐,g		CHR\$		199
200	C8	☐,h		LEFT\$	INY	200
201	C9	☐,i		RIGHT\$	CMP #	201
202	CA	☐,j		MID\$	DEX	202
203	CB	☐,k		GO		203
204	CC	☐,l		CONCAT	CPY	204
205	CD	☐,m		DOPEN	CMP	205
206	CE	☐,n		DCLOSE	DEC	206
207	CF	☐,o		RECORD		207
208	D0	☐,p		HEADER	BNE	208
209	D1	☐,q		COLLECT	CMP(I),Y	209
210	D2	☐,r		BACKUP		210
211	D3	☐,s		COPY		211
212	D4	☐,t		APPEND		212
213	D5	☐,u		DSAVE	CMP Z,X	213
214	D6	☐,v		DLOAD	DEC Z,X	214
215	D7	☐,w		CATALOG		215
216	D8	☐,x		RENAME	CLD	216
217	D9	☐,y		SCRATCH	CMP Y	217
218	DA	☐,z		DIRECTORY		218
219	DB	☐				219
220	DC	☐				220
221	DD	☐			CMP X	221
222	DE	☐,☐			DEC X	222
223	DF	☐,☐				223
224	E0		■		CPX #	224
225	E1		■		SBC(I),X	225
226	E2		■			226
227	E3		■			227
228	E4		■		CPX Z	228
229	E5		■		SBC Z	229
230	E6		■		INC Z	230
231	E7		■			231
232	E8		■		INX	232
233	E9		■		SBC #	233
234	EA		■		NOP	234
235	EB		■			235
236	EC		■		CPX	236
237	ED		■		SBC	237
238	EE		■		INC	238
239	EF		■			239
240	F0		■		BEQ	240
241	F1		■		SBC(I) Y	241
242	F2		■			242
243	F3		■			243
244	F4		■			244
245	F5		■		SBC Z,X	245
246	F6		■		INC Z,X	246
247	F7		■			247
248	F8		■		SED	248
249	F9		■		SBC Y	249
250	FA		■			250
251	FB		■			251
252	FC		■			252
253	FD		■		SBC X	253
254	FE		■		INC X	254
255	FF	π	■	π		255

Reverse of ASCII